

The logo for Escape Plan Board Games, featuring the words "ESCAPE PLAN" in a bold, sans-serif font with a small airplane icon integrated into the letter "A".

ESCAPE
PLAN

BOARD GAMES

A large, dark grey parachute with a white grid pattern is the central focus. The title "HIT THE Silk!" is printed on it. "HIT" is in large, red, 3D block letters. "THE" is in a smaller, white, sans-serif font. "Silk!" is in a large, yellow, cursive script font. The background of the cover is a blue sky with white clouds, a white airplane flying away from the viewer, and several silhouettes of parachutists. A red circular badge in the bottom left corner says "SECOND EDITION".

HIT THE Silk!

A red circular badge with the text "SECOND EDITION" in white, bold, sans-serif font.

SECOND
EDITION

GAME
PLAY
GUIDE



(Slang) To Parachute
(use a parachute).

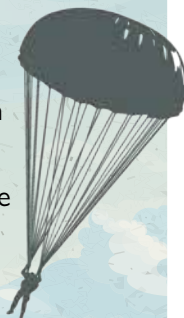
“With the engine on fire
he had to punch out
and hit the silk”.

HIT THE Silk!

THE HEIST

It was always going to be a daring job. With a casino debt to settle, the Plane was hijacked. Everything was going to plan until the pilot seized a gun from the lockbox, opened the emergency door and fired three rounds into the engine, before bailing with his parachute and a spare!

You need to secure the loot but now you're a parachute down on a Plane that's losing altitude fast! Who can you trust? Who's got the Cash? Where are the 'chutes? Can you hold your nerve before you **Hit the Silk!**?



YOUR MISSION

WIN the game by having a Parachute and enough Cash between you when you **Hit the Silk!**

TARGET CASH

Team Size	3	4	5	6
Target £	90k	110k	150k	170k
Available £	120k	170k	220k	290k

GAME PREPARATION

- 1 Lay out the **ALTIMETER** and set the needle to the correct altitude according to your team size:

Team Size	3	4	5	6
Altitude	18,000ft	20,000ft	20,000ft	24,000ft



- 2 Lay out the **CARD ORGANISER** marked with **LAUNDRY, INCIDENT, DRAW, DISCARD**.
- 3 Lay out the **PLAY ORGANISER** marked with the **TOKEN BANK** and place the tokens on it.
- 4 Place all **Flannel** cards on the **LAUNDRY** pile, face up.
- 5 Shuffle all **Incident!** cards and place them face down on the **INCIDENT** pile.
- 6 Remove any cards not needed for your team size. These are marked by a number in the top left hand corner.

EXAMPLE: For a 4 player game, return any cards marked 5+ or 6 back to the Game Box.



- 7 Remove **Open Water** scenario cards marked with a blue dot ●.
- 8 Set aside the following cards marked with a red dot ● **KEY, SPY, STEAL, KUNG FU**. Shuffle the remaining deck and deal **6 cards** face down onto the **LOCKBOX** next to the **ALTIMETER**.
- 9 Re-integrate the cards you set aside in **Step 7** and shuffle the deck. Deal **6 cards** to each player face down. Any cards remaining from this deck are placed face down on the **DRAW** pile.
- 10 Players then select **2 cards** to dispose of, by placing them face up on the **DISCARD** pile and keep the remaining **4** a secret.

NOTE: Players must always be holding **4 cards** (unless shot), which remain secret from other players. If, after a turn, any player has fewer cards, they draw **Flannel** cards until they are holding **4 cards**.

OBJECTIVES

By searching, stealing or trading, the players must:

- 1 Ensure their survival by sourcing a **Parachute** card and forming an alliance with other players who are ready to **Hit the Silk!**
- 2 Secure enough **Cash** between the parachutists to satisfy the **Casino** debt (see page 2 for their target **Cash**).

When a **Vote** to **Hit the Silk!** is agreed or when the **ALTIMETER** marker reaches **1,000ft**, players with parachutes jump from the **Plane**.

Any surviving players add up all the **Cash** in their possession. If they reach the **Cash** target, they all **WIN**.

If not, they **LOSE** when the **Casino** comes for their dues.

NOTE: See page 10 for survival conditions when handcuffed.

Players left on the **Plane** without a **Parachute** card are given a chance of survival by attempting to **Land the Plane!**



ON YOUR TURN

The last person to board an airplane starts the first turn and then play proceeds clockwise.

- 1 **At the START of your turn ONLY:**
Discard any **Flannel** cards to the **LAUNDRY** pile and draw the same number of cards from the **DRAW** pile.
- 2 **Then at ANY TIME during your turn:**
ONCE per turn, you can **CHANGE A CARD** (see next page).

TRADE with another player (see next page).

Take as many **ACTIONS** as your cards allow (see pages 6-8).

- 3 **At the END of your turn ONLY:**
Lower the **ALTIMETER** by **1,000ft** if you took any **ACTIONS**.

CHANGING A CARD

Once per turn, you can discard **1** of your cards and place it face up on top of the **DISCARD** pile or **LAUNDRY** pile if it is a **Flannel**.

Pick up the number of cards from the **DRAW** pile, as directed by the **ALTIMETER**. You must always discard before you pick up.



EXAMPLE:

When the Plane drops from 20,000ft to 19,000ft the number of cards drawn by a player increases to 2.

If you drew more than one card, you may choose which to keep and then place the remainder face up on top of the **DISCARD** pile. You must discard from the excess cards that you drew and not any from your original hand.



REMEMBER: You can only hold a **maximum of 4 cards** in your hand, unless shot.

If the **DRAW** pile is exhausted, flip over the **DISCARD** pile, shuffle it and replenish the **DRAW** pile.

TRADING

Players may offer **TRADES** with other players. In a **TRADE**, a verbal agreement is made. Then, the players secretly pass cards face down to **TRADE** with the other. They can choose to honour the deal or double-cross them by passing a card or cards different from the agreement. **TRADES** cannot be conducted face up.

NOTE: When trading, an equal number of cards must be traded. For example, you can offer a **Knife** card and a **£20k** card for an **Antidote** card and a **Key** card.

CARD ACTIONS

On your turn, you can play multiple **ACTIONS** – as many as the cards in your hand allow. You may also play any new cards you draw during your turn.



1 STEAL

- › Discard a **Steal** card face up
- › Select **2 cards** at random from another player of your choice
- › Look at both cards and **Steal** one of them and return the other
- › The victim takes a **Flannel** card to replace the stolen card

If you attempt to steal and your victim reveals a **Knife** card, you are unable to proceed; draw a **Flannel** card instead. You cannot steal from another player, unless you hold another **Steal** card. The **Knife** card is not discarded when used to defend a player's hand.

2 SPY

- › Discard a **Spy** card face up
- › Secretly look at **all 4 cards** of another player of your choice
- › Draw a new card



If you wish, you can announce what the cards are! You can be truthful... or lie!

3 HANDCUFFS

- › Place a **Handcuffs** card in front of any player, including yourself
- › Place the corresponding **Handcuffs token** in front of another player
- › Draw a **Flannel** card

Handcuffing players together who do not have enough parachutes between them is a tactic to prevent others from voting to **Hit the Silk!**

Clarifications:

- If two handcuffed players **Hit the Silk!** then they will both need parachutes.
- It is possible to create a chain of **3** handcuffed players. They can all survive a jump, as long there are sufficient **Parachutes** between them held by one or more players.
- If both of your hands are cuffed, you cannot play a **Kung Fu** card.
- If you are handcuffed to a dead player, you must unlock the **Handcuffs** with a **Key** card or source another **Parachute** for them, to survive the jump.





4 KEY

You can use a **Key** card in two ways:

UNLOCK HANDCUFFS

- › Discard a **Key** card face up
- › Return a **Handcuffs** card to the **DISCARD** pile
- › Return the corresponding **Handcuffs token** to the **TOKEN BANK**
- › Draw a new card

When you unlock **Handcuffs**, those players must now secure **Parachutes** independently.

OPEN THE LOCKBOX

- › Discard a **Key** card face up
- › Look at all of the **LOCKBOX** cards and draw one to your hand in secret

When you open the **LOCKBOX**, you may announce what the cards are, but you may bluff or stay silent.



5 POISON

- › Remove the **Poison** card from play
- › Place the **Poison** token in front of the selected player
- › Draw a **Flannel** card

After the **Plane** drops to **6,000ft**, any **Poison** card not yet used, expires and loses its deadline.

A player may survive **Poison** if they **Hit the Silk!** before **4,000ft** or by taking an **Antidote**. An **Antidote** can be played by any player, even out of turn, but must be played before the **Plane** reaches **4,000ft** as marked on the **ALTIMETER**.

A player who has been **poisoned** and is still on the **Plane** at **4,000ft** dies, unless they have been given or used the **Antidote** card. The **poisoned** player withdraws from play, placing their cards face up in front of them.

The other players, as an **ACTION** and once on their turn, may then **Loot** from the dead player's hand by discarding one card to the **DISCARD** pile and picking up one from the dead player. You cannot **Loot** from a player who was killed by a **Bullet**.

- Each **Poison** card can only be used once.
- Any player who draws an expired **Poison** card after **6,000ft**, must remove it from play, and draw another card.
- If the **Poison** card is already held by a player at **6,000ft**, they must remove it from play, and draw a **Flannel** card to replace it.



6 ANTIDOTE

- › Remove the **Antidote** card from play
- › Remove one **Poison** token from a player
- › Draw a card

You can use the **Antidote** card on any player including yourself. It can be played out of turn. Once used, the effect of the **Poison** is undone and the **Poison Token** is removed from play.

You must take the **Antidote** before the **Plane** hits **4,000ft**, at which point the effects of the **Poison** will become fatal.

7 KUNG FU

- › Discard a **Kung Fu** card
- › Select a player to disarm
- › If they have a **Knife** card or a **Revolver** card they discard it and draw a **Flannel** card. If they hold both, they discard one at random
- › If you successfully disarmed a player, **Draw** a card
- › If they did not hold a weapon, draw a **Flannel** card

You can react to **Kung Fu** out of turn by also playing a **Kung Fu** card, which negates an attempt to disarm you. When you do, discard it and **Draw** a card.

- You cannot kick a **Poison** card from a player's hand.
- A **Kung Fu** card will not defend you against an attempt to **Steal** or a **Bullet**.

8 SHOOT A PLAYER

- › Show a **Revolver** card and keep it in your hand
- › Remove a **Bullet** card from play

THE FIRST TIME A VICTIM IS SHOT:

- › Select a player to shoot, look at all of their cards and add one to your hand
- › Your victim does not replace the card and their hand limit is permanently **reduced to 3 cards**

THE SECOND TIME A VICTIM IS SHOT:

- › The victim is killed and eliminated from the game along with their cards
- › As an act of revenge, the victim takes **2 cards** at random from your hand and removes them from play
- › Then, you draw **2 Flannel** cards to replace them
- › You are no longer allowed to **TRADE** with other players



9 OTHER CARDS

Cash cards, **Knife** cards, **Parachute** cards, **Pilot's Licence** cards and **Flannel** cards are assets to help with your game objectives. They can be traded but have no associated actions.

INCIDENTS

Throughout the game, the **Plane** will lose altitude after players perform **ACTIONS**. When the **ALTIMETER** indicates, the current player draws an **Incident!** card and follows its instructions.

At the following altitudes an **Incident!** card is drawn:



If there is an opportunity to **Hit the Silk!** the players can discuss their plans, each trying to gauge who can be trusted, who has a **Parachute** card and if there is sufficient **Cash** to **Hit the Silk!**



THE VOTE

At **11,000ft**, **8,000ft** and **5,000ft**, players vote to either: **Wait** or **Hit the Silk!**

The player about to start a turn, votes first. Players vote in a clockwise order and if the majority decides to **Hit the Silk!** the result of the game is determined (see next page).



If there is a tie or a majority decision to **Wait**, no one will **Hit the Silk!** and play resumes.

At **1,000ft** there is a mandatory bail out and all players reveal their cards. Those with a parachute must **Hit the Silk!**



THE END GAME

WHO HITS THE SILK!

After a majority vote to **Hit the Silk!** or a mandatory bailout at **1,000ft**, anyone holding a tandem parachute announces who they are taking with them. All players then reveal their cards and the following players, dead or alive, all jump out of the **Plane**:

- › Anyone holding a **Parachute** or a **Tandem Parachute** in **their** hand
 - › Anyone given a place in a **Tandem Parachute**
 - › Anyone attached by **Handcuffs** to a player with a parachute / tandem parachute
 - › Everyone else stays on board and tries to **Land the Plane!** (see page 11)
- After the vote, you cannot give another player a spare **Parachute** from your hand UNLESS they are handcuffed to you.

HANDCUFFS CAUTION:

All players handcuffed to another player(s), with not enough **Parachutes** between them, do not survive the jump and all **LOSE**, but their **Cash** is counted towards the team goal.



WIN:

If the **Parachutists** have collectively met their **Cash** target (see page 2), they **WIN**.

LOSE:

- If the **Parachutists** have less than the target **Cash** they **LOSE**.
- If a player was killed by Bullet or Poison, they **LOSE**.
- If a player is **Handcuffed** to another player(s) - dead or alive - and there were not enough **Parachute** cards to support them, they both **LOSE**.

SCORE:

The team result is any surplus **Cash** to the target.

EXAMPLE: If the target was **£110k** and the team escaped with **£120k**, their **'Score'** is **£10k**.



LAND THE PLANE!

Anyone left on the **Plane**, who is still alive, has a chance to **Land the Plane!**

If this is more than one player, they will play cooperatively to **Land the Plane!** with alternating turns.

If any player holds the **Pilot's Licence** card, they will gain more control over the **Plane** and better their chance of landing it. If not, they may each discard up to 4 cards and draw replacements to find the **Pilot's Licence** card.

Take the **Land the Plane!** board and place the red **Plane Token** in the top left start position.

Roll the two white **Dice**. With the result, you must choose to move the **Plane** ACROSS with one value and DOWN with the other value.

NOTE: ACROSS always means a move to the RIGHT and never LEFT.



EXAMPLE:

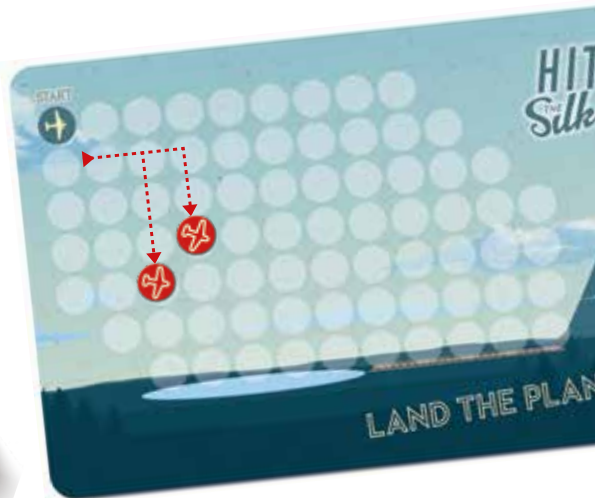
If you roll a 3 and a 2, you can move 3 ACROSS and 2 DOWN or 2 ACROSS and 3 DOWN.

However, if one of the **Dice** indicates a direction of movement, you must obey it.

EXAMPLE: If you roll a 1 ACROSS and a 3, you must move the Plane 1 ACROSS and DOWN 3.

If both **Dice** indicate a mandatory direction of movement, you must move the **Plane** as directed – even if they are both ACROSS **or** both DOWN movements.

EXAMPLE: If you roll a 1 ACROSS and a 1 ACROSS, you must move the Plane 2 ACROSS.





The objective is to land the **Plane** on the **LANDING STRIP** (bottom right of the board).

If the **Plane** descends below the surface line, it **crashes**, and you **LOSE**.

If the **Plane** passes beyond the right edge, it **crashes** into the mountain and you **LOSE**.

HIT THE BRAKES

If the **Plane** ends on one of the five **LANDING STRIP** circles after both **Dice** movements have been executed, you **must** hit the brakes and roll one last **Die** to determine the final move across the **LANDING STRIP**.

If you roll a down indicator, you hit the runway hard and **LOSE**.

If you pass beyond the final space into the mountain, you **crash** and **LOSE**.

If you come to a standstill on the **LANDING STRIP**, you have survived and you **WIN**. You are presumed dead by the **Casino** and keep whatever **Cash** you have in your possession.



PILOT'S LICENCE

This card allows one player to deduct a value of 1 from one of the **Dice**, on each turn, including **1 ACROSS/1 DOWN** rolls. You cannot use the **Pilot's Licence** when rolling one **Die** to brake on the **LANDING STRIP**. If players are taking alternate turns, only the one holding the **Pilot's Licence** may use it.

OVERALL WINNER

If the **Plane** is landed successfully **and** the **Parachutists** successfully hit their target, the overall game winner is the player landing the **Plane**, **if** they have more **Cash** than the team has that is surplus to their target.

EXAMPLE: A player who **Lands the Plane!** with **£20k** beats a team of **3 Parachutists** with **£120k** (**£10k** surplus to a **£110k** target in a 4 player game).

YOU'RE NOW READY TO START PLAYING!

TRAVEL MODE

PLAY WITH THE CARDS ONLY

This mode allows you to play **Hit the Silk!** on the move by removing the need for:

- 1 All Dice
- 2 The Pilot's Licence
- 3 The ALTIMETER
- 4 The CARD ORGANISER



ROUND-BASED PLAY

The game is played like this:

1. Deal out the cards as usual, creating a separate stack for the LOCKBOX.
2. Play takes place across a maximum of 4 rounds.
3. Players take turns to **TRADE** cards and take **ACTIONS** in a clockwise direction, with a different player starting each round.
4. When changing cards, the following numbers are available to choose from:

Round One: x1 card

Round Two: x2 cards

Round Three: x3 cards

Round Four: x4 cards

5. The round finishes when every player has had a turn.
6. At the end of each round, players decide if they want to **Wait** or **Hit the Silk!** – they **Vote** in a clockwise direction, beginning with the player who started the round.
7. If there is a majority decision to **Hit the Silk!** ALL players will jump out of the **Plane** – there's no opportunity to **Land the Plane!**
8. At the end of the 4th round, the **Plane** is in jeopardy and all players must **Hit the Silk!**

ADVANCED GAME PLAY

ADDITIONAL RULES

These optional rules can be added once you are comfortable with the base game.

THREATS

If you hold a **Revolver** card, you may threaten another player. The target may demand proof you actually hold the card; if you can't show it, the threat is void. If you can show it, the target has four choices:

- 1 Surrender: Show your hand to the assailant, who takes one card of their choice. The victim draws a **Flannel** card to replace it.
- 2 Call the Bluff: Refuse to give up items.
 - › If the assailant has a **Bullet** card, the victim is shot (see page 8)
 - › If the assailant has no **Bullet** card, they must discard their **Revolver** and draw a **Flannel** card
- 3 Standoff: Reveal your own **Revolver** card. The threat is immediately neutralized.
- 4 Kung Fu: Play a **Kung Fu** card to dismiss the threat. The assailant must discard their **Revolver**. This can be countered if the assailant plays their own **Kung Fu** card in retaliation.

HANDCUFFS

You may handcuff yourself to any **Cash** card in your hand to protect it from being stolen.

- › Place the **Handcuffs** card and token, plus the **Cash** card in front of you
- › The **Handcuffs** do not count toward your hand limit, but the protected **Cash** does. Anyone can unlock your **Handcuffs**. If unlocked, discard the **Handcuffs** and token. Take the **Cash** card back to your hand and resolve the **Key** as usual



ADVANCED TRADING

When you agree to a **TRADE**, place the cards face down.

1 CHALLENGES

If you suspect a double-cross, declare a **Challenge** before the cards are swapped. Both parties must reveal their cards:

- › If the suspect lied: You (the accuser) may take the originally agreed-upon card, or any card from the suspect's hand, in exchange for your card. You may also choose to cancel the **TRADE** entirely
- › If the suspect told the truth: The suspect wins the **Challenge** and may take the agreed-upon card (or any card from your hand) in exchange for their card

2 COUNTER-CHALLENGES

If you are the suspect, you can respond to a **Challenge** with a **Counter-Challenge**. Both parties reveal their cards:

- › If one party lied and the other was honest: The honest player wins. They may complete the **TRADE** as originally agreed or take any card from the liar. Additionally, the honest player may force one extra swap of any other card from their hand with a card from the liar's hand
- › If both parties lied **or** both were honest: The transaction is void; all cards return to their original owners

DISPOSAL

On your turn, you may throw two items off the **Plane**. Remove **2 cards** from play and draw **2 Flannels** then finish your turn immediately.

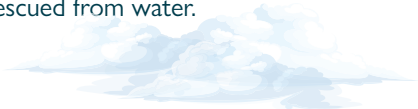
OPEN WATER



Open Water is an alternate scenario for *Hit the Silk!* with a **Seaplane** descending into the sea. We recommend playing this once you are very familiar with the base game. It introduces the following fundamental changes:

- The player hand limit is increased to **5 cards**.
- To survive after you *Hit the Silk!*, you must also possess a **Life Jacket** card.
- The attempted **Plane** landing is different - and the **Pilot's Licence** is not used.
- The **Flare Gun** determines who is rescued from water.

GAME SET UP



- 1 Begin the set up steps as usual. Before preparing the cards, remove the **Pilot's Licence** and add the **Flare Gun** and one **Life Jacket** for each player. **Life Jackets** cannot be added to the **LOCKBOX**.
- 2 After **6 cards** have been dealt to the players, each only discards **1 card**, face up. The hand limit remains at **5 cards** for the remainder of the game. If a player is shot in a game of **Open Water**, their hand is permanently reduced to **4 cards**, not **3**.

NEW OBJECTIVES



Each player who *Hit the Silk!* must hold a **Parachute** and **Life Jacket**.

- If not, they don't survive **Open Water** and **LOSE** (see exception if the **Seaplane** lands in AMBER circles page 18). Whether they survive or not, their **Cash** counts towards the target.



One of the players in **Open Water** (AMBER circles) must hold the **Flare Gun** for the group to be rescued by the **LIGHTHOUSE**.

- If not, they **LOSE** unless their rescue is triggered after a **SUCCESSFUL LANDING** (see page 18).

LAND THE SEAPLANE

After a group has **Hit the Silk!** any surviving players still on the **Seaplane**, attempt to land it.

- 1 Flip the game board to the **Open Water** side and place the **Plane** token on the start circle.
- 2 Roll the **Dice** as usual but if you move onto a **Wind Gust**, the **Plane** is thrust one space in the direction shown before finishing the remainder of move indicated by the roll.

Example: After you move 2 spaces DOWN, you start to move 3 spaces ACROSS and hit an upward Wind Gust on your second move. Here, you move two ACROSS, one UP, then finish your remaining move one ACROSS.



Each **Wind Gust** is only activated **once** per turn.

EXAMPLE: If you move 2 DOWN and encounter an upward Wind Gust on your first move, you move DOWN 1 space, get pushed back UP 1 space, and then complete your remaining 1 move DOWN. The Gust has now been exhausted and will not trigger again if you land on it this turn.

LANDING OUTCOMES

FAILED LANDINGS - you LOSE

- 1 The **Seaplane** descends below the surface **CRASHED**
- 2 ...or passes beyond the right edge of the board **LOST AT SEA**
- 3 ...or enters **any** space with a Rock (circles 1,2,7) **CRASHED**

- If there is a FAILED LANDING, players who **Hit the Silk! WIN** if they hold a **Life Jacket** and **Parachute** and the team holds the target **Cash** and the **Flare Gun**.
- **Cash** is counted from anyone who **Hit the Silk!** even if they did not have sufficient **Parachutes** or **Life Jackets**.



SUCCESSFUL LANDINGS

There is no requirement to brake once the **Seaplane** has landed. Once the **Seaplane** lands at water surface level, check the circle where it comes to rest:

GREEN Circles 3-6

You're seen by the **LIGHTHOUSE** and rescued. You evade the casino and **WIN**.

- If the **Flare Gun** is on board¹ the **Seaplane** you may also rescue the Parachutists. If you do, **all** players must hold the target **Cash** to **WIN**.
- If the **Flare Gun** is held by the Parachutists, they also **WIN** if they have the target **Cash**; there is no overall winner.

AMBER Circles 8-10

You rejoin the Parachutists. All players survive - no one needs a **Life Jacket**.

Everyone is rescued if the **Flare Gun** is either on board¹ or held by the Parachutists. All players **WIN** if they are rescued and the target **Cash** is held.

RED Circles 11-12

You are far from the **LIGHTHOUSE** and must be rescued or you **LOSE**.

You survive if the **Flare Gun** is on board¹ the **Seaplane** or if the Parachutists hold the **Flare Gun** and choose to rescue you.

If they do, all players must hold the target **Cash** to **WIN**.

¹**ON BOARD** - meaning the **Flare Gun** has not been removed from play or taken by the Parachutists.

BOX CONTENTS

PLAY ORGANISER x1



ALTIMETER x 1



PLAYING TOKENS x 6



CARD ORGANISER X 1



DOUBLE SIDED: LAND THE PLANE!



PLAYING CARDS x 84

INVENTORY OF CARDS

	3P	4P+	5P+	6P+
Parachutes	2	3	2	2
Tandem	0	0	1	1
£10k	3	5	7	8
£20k	3	3	3	4
£30k	1	2	3	3
£40k	0	0	0	1
Knife	1	2	2	2
Revolver	1	2	2	3
Bullet	2	2	3	3
Handcuffs	1	2	2	3
Key	3	4	5	6

	3P	4P+	5P+	6P+
Steal	3	4	5	5
Spy	1	1	2	2
Kung Fu	2	2	3	3
Poison	1	1	1	2
Antidote	1	1	1	2
Pilot's Licence	1	1	1	1
Life Jackets	3	4	5	6
Flare Gun	1	1	1	1
Flannels	13	13	13	13
Incidents!	6	6	6	6
On Your Turn	6	6	6	6

CREDITS

Game Design:

Brendan Mills

Art/Illustration & Graphic Design:

Gareth Griffiths

David Staffell

Promotion Partner:

No Rolls Barred

Rulebook/Card Editing:

Marilou Tamvaki

Martin Moser

Kerry Mills

Playtesting: Kerry Mills, Hope Mills, Emma Lewis, Sam Humphreys, Sarah Passos, Django Bevan, Carlos Ara, Sara Hooppell, Eleanor Fair, Marilou Tamvaki, Aine Craig and Fatima Abdalla

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The game is dedicated to Hope Mills, founder of **Land the Plane!** and master of betrayals.



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